

Bill Eisenwinter HOTSHOT Tournament

Information & Rules

Updated: 4/22/2026

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The HotShot is a club tournament hosted by the Sting Soccer Club.

NOTE: All HotShot participants are responsible for updating their mobile devices and clearing the internet history / cache to ensure the information is current for the 2026 Tournament. Sting Soccer Club is not responsible for history left in the user's history / cache containing previous tournament information.

GENERAL INFORMATION

1. Cost:

U8 Entry Fee:	\$525	(5-vs-5)
U9/U10 Entry Fee:	\$775	(7-vs-7)
U11 – U12 Entry Fee:	\$895	(9-vs-9)
U13 – U19 Entry Fee:	\$995	(11-vs-11)

2. This tournament is open to affiliated competitive teams from US Club Soccer, other USSF affiliated members and foreign countries. Gold, Silver and Bronze divisions of play (other divisions may be created at the discretion of the Tournament Committee) may be formed for boys and girls age U10 – U19, dependent upon participation.
3. Team registrations are required to be completed via gotSPORT (<https://system.gotSPORT.com>). Registration fees can be paid with a credit card (a 3.5% fee applies in addition to team registration fee). A \$75 late fee applies for any application received after April 28, 2026, subject to Tournament Director for approval.
4. Contact HotShot Tournament Director at: hotshot@stingSC.com
5. Under no circumstances whatsoever will US Club Soccer, IYSA, USYSA, the Sting Soccer Club, the Tournament Director, Tournament Coordinator, Tournament Committee or any of their official representatives be responsible for any expenses (including the tournament entry fee) incurred by any team. This includes a situation whereby the tournament or any game(s) is canceled in whole or part.
6. The Bill Eisenwinter HotShot Tournament is a **zero tolerance for abuse tournament**. Abuse includes, but is not limited to: Verbal, Physical, Mental, Sexual, and all forms of neglect. Coaches have the responsibility for the conduct of players, bench and spectators at ALL times. If in the opinion of the officials (including but not limited to, referee, tournament director, director of competition, or Sting Soccer Club Board Member), a game or an individual player, coach, club representative or spectator, may be terminated or temporarily suspended for the misconduct of coaches, players, club representatives or spectators. The offending team, player, coach, club representative or spectator can be suspended from further play, forfeit that game, and all remaining games. All previously earned points from any terminated or suspended game will remain as played.

The Bill Eisenwinter HotShot Tournament requires every representative, coach and volunteer to assist in creating a safe environment for participants at and during all tournament events, activities and competitions and will respond to all participants with respect, consideration and equality regardless of gender, race, religion, culture, disability or socioeconomic status.
7. The Tournament Committee's or their official representative's interpretation of the rules shall be final pertaining to this tournament. Where the rules do not explicitly anticipate a scenario, the judgment of the Tournament Committee shall prevail.
8. No items, including raffle tickets, flyers, posting, and advertising, may be sold or distributed at tournament headquarters, playing fields, or surrounding areas for the duration of the tournament unless specifically sanctioned by the Tournament Committee.
9. There are no pets/animals allowed at any of the HotShot locations.
10. Parking outside the designated tournament parking areas is prohibited. Parking will not be allowed on Dalton Avenue, Finucane Drive and designated emergency vehicle area. Vehicle towing will be in force during this event at the owner's expense.
11. The tournament will allow parking for campers and motorhomes during the hours of 8:00 AM to 8:00 PM.
12. Apparel vendors will be onsite at tournament headquarters (Canfield Middle School, Coeur d'Alene Soccer Complex & Planters Ferry Sports Complex).

IMPORTANT DATES & DEADLINES

- Tournament Dates: **May 8th-10th, 2026**
- Registration Deadline: **April 8th, 2026**
- Online check-in completed by midnight on **April 27, 2026.**

TOURNAMENT LOCATIONS

- Team Check-In
 - Online Check-in completed by April 28, 2026.
- Complexes
 - Canfield Middle School
 - 1800 E. Dalton Avenue, Coeur d'Alene, ID
 - Coeur d'Alene Soccer Complex
 - 6701 N. Courcelles Parkway, Coeur d'Alene, ID
 - Coeur d'Alene High School
 - 5530 N. 4th Street, Coeur d'Alene, ID
 - Lake City High School
 - 6101 N. Ramsey Road, Coeur d'Alene, ID
 - Lakeland Middle School
 - 15601 ID-41, Rathdrum, ID
 - Marimn Health Coeur Center / CDA Tribal Field
 - 43935 US-95, Worley, ID
 - Plantes Ferry Sports Complex
 - 12308 E. Upriver Drive, Spokane Valley, WA
 - Real Life Ministries
 - 1860 N. Cecil Road, Post Falls, ID
 - The Hub
 - 19619 E Cataldo Ave, Liberty Lake, WA 99016
 - Woodland Middle School
 - 2101 St Michele Dr, Coeur d'Alene, ID



TOURNAMENT RULES

1. AGE AND ELIGIBILITY

- This tournament is sanctioned by USYSA and US Club Soccer under the Open Cup format. This allows competitive teams from both US Club Soccer and any other USSF affiliated members (state associations, etc.) to compete in this event.
- Participation in the tournament is open to accepted boys and girls teams for U-8 through U-19 meeting the age limit of the specified division. Players must have been born during, or subsequent to, the divisional year, as defined by US Soccer guidelines.

Age groups*:	Format:	Max Roster Size:	Guest Players
Under 19 (Born in 2006 or younger)	11-vs-11	22	4
Under 18 (Born in 2007 or younger)	11-vs-11	22	4
Under 17 (Born in 2008 or younger)	11-vs-11	22	4
Under 16 (Born in 2009 or younger)	11-vs-11	22	4
Under 15 (Born in 2010 or younger)	11-vs-11	22	4
Under 14 (Born in 2011 or younger)	11-vs-11	22	4
Under 13 (Born in 2012 or younger)	11-vs-11	22	4
Under 12 (Born in 2013 or younger)	9-vs-9	20	4
Under 11 (Born in 2014 or younger)	9-vs-9	20	4
Under 10 (Born in 2015 or younger)	7-vs-7	16	4
Under 9 (Born in 2016 or younger)	7-vs-7	16	4
Under 8 (Born in 2017 or younger)	5-vs-5	14	4

* Combining of age groups will be done at the Tournament Committee's discretion, if needed.

- Each team accepted must be registered with either US Club Soccer or with a national state association affiliated with USSF.
- Guest players must be identified at team check-in to be eligible for tournament play. Adding guest players after the check-in deadline or on the day of the event will not be allowed. Guest players must have a current and valid player registration card issued by the same national association that issued the cards for the rest of the team. Guest players may be recreational players provided they obtain certification comparable to a player registration card and obtain this certification from the same state official that grants player registration cards. Guest players from a different club must have written permission from the player's club.

2. LAWS OF THE GAME

All games shall be played in accordance with FIFA & USSF Laws, except as specifically modified by these rules.

The Tournament will follow the US Soccer Player Development Initiatives.

No Heading Rule shall apply to all U8-through-U12 matches.

No Punting Rule shall apply to all U8-thru-U11 matches.

For all U8-thru-U10 matches, teams shall honor the Build-Out Line for Goal Kicks and Free Kicks.

3. PROTESTS

No protest or appeal process exists for disputes on or off the field. Any matter not covered by the Rules of this event will be decided by the Tournament Director or designated official. All referee decisions are considered final. Red cards and ejections will not be rescinded.

4. DIVISIONS

Bracketing shall be formed at the discretion of the Tournament Committee. All teams will be scheduled for a minimum of three games. The tournament will make efforts to provide multiple divisions at most age groups.

- Gold Division
- Silver Division
- Bronze Division

Although teams may request to be placed in a specific division, final placement is at the discretion of the Tournament Committee. Divisions may be deleted, combined or added at the Tournament Committee's discretion.

The Tournament may accept a team as a "Guest Team" in order to fill a late-vacancy in a Division.

5. DURATIONS OF GAMES

The duration of all tournament games shall be in accordance with the following:

U-8:	two 25-minute halves, 5-minute half time, no overtime period
U-9:	two 25-minute halves, 5-minute half time, no overtime period
U-10:	two 25-minute halves, 5-minute half time, no overtime period
U-11:	two 30-minute halves, 5-minute half time, no overtime period
U-12:	two 30-minute halves, 5-minute half time, no overtime period
U-13:	two 35-minute halves, 5-minute half time, no overtime period
U-14:	two 35-minute halves, 5-minute half time, no overtime period
U-15:	two 35-minute halves, 5-minute half time, no overtime period
U-16:	two 35-minute halves, 5-minute half time, no overtime period
U-17:	two 35-minute halves, 5-minute half time, no overtime period
U-18:	two 35-minute halves, 5-minute half time, no overtime period
U-19:	two 35-minute halves, 5-minute half time, no overtime period

- All tournament games will be a running clock. No stoppage of time. The Tournament Director may adjust playing times as circumstances warrant.
- The referee is the official timekeeper and therefore all decisions regarding game duration are solely at the referee's discretion and shall not be protested.
- Games will start/end at the listed times on the released schedule.
- If deemed necessary by the Tournament Director or their designee, games may be shortened or cancelled due to weather, or other circumstances. The Site Director has sole discretion to make this decision. There will be no refunds given for any delay and/or cancellation of any games.

- In excessive heat conditions, water breaks can be allowed by the referee at his/her discretion, after prior consultation with the Tournament Director and/or Tournament Coordinator.

Preliminary games:

All preliminary games will be the length listed above. Preliminary games may end in a tie.

Quarter-Final and Semi-Final games:

All quarter-final and semi-final games will be the length listed above with a 5-minute half time. Quarter-Final and Semi-Final games ending in a tie after regulation time will go immediately to FIFA Kicks-from-the-Penalty-Mark to determine the winner.

Championship games:

All championship games will be the length listed above with a 5-minute half time. Championship games ending in a tie after regulation time will play two overtime periods of five (5) minutes (with 1-minute between periods). Overtime will be Golden Goal, meaning if a goal is scored, then the game is over. If a goal is not scored during the duration of overtime, then the game will go to FIFA Kicks-from-the-Penalty-Mark.

FIFA Kicks-from-the-Penalty-Mark:

As used to determine a Match Winner for: Play-In or Quarter-Final or Semi-Final or Championship:

- Both Teams Take 5 Kicks.
- The Kicks are taken alternately by the teams.
- If, before both teams have taken 5 kicks, one team has scored more goals than the other team could score, no more kicks are taken.
- If, after both teams have taken 5 kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other team from the same number of kicks.
- Only players on the field at the end of the game may participate in the kicks from the penalty mark.
- Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick.
- An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken if the referee is notified.
- If a goalkeeper is sent off during the taking of kicks from the penalty mark, he/she shall be replaced by a player who was on the field when the match finished.

6. SCORING METHOD AND TIE-BREAKERS

In the preliminary games, each team will be awarded points as follows:

Win	6 points
Tie	3 points
Loss	0 points
Shutout	1 point
Goals	1 point for each goal up to 3 maximum

Note: a Maximum of 10 points per game.

At the end of the preliminary rounds, Group and/or Bracket seedings will be assigned for playoffs. In the event of a tie within a flight (within preliminary rounds only), the following criteria will be applied sequentially to determine the winner:

- Head-to-Head competition. This will only apply when all teams that are tied have played one another in the preliminary round.
- The cumulative difference between goals scored and goals allowed during all tournament games, with a maximum difference of four (4) goals per game. The highest score differential wins.
- Total Goals Scored (no limit).
- Least number of goals allowed in all tournament games.

- E. Most shutouts
- F. Common Opponent Results. If the teams play a common opponent(s), whoever has the better result(s). If more than one common opponent, the aggregate score of matches played against all common opponents is the deciding factor.
- G. Least amount of points per card -- yellow = 1 point, red = 2 points
- H. Least amount of red cards during all tournament games.
- I. FIFA Kicks from the Penalty Mark.

Note: The Tournament Director may declare that time or other barriers prevent FIFA Kicks from the Penalty Mark. In this event, a Coin Toss will be used to break the tie.

- If three or more teams are tied (within preliminary rounds only), the tie breaking criteria A through D above will be applied sequentially to determine the Playoff seeding. If two or more teams remain tied after a winner is determined, the tie breaking criteria A through D above will be reapplied sequentially until all ties are broken.

7. HOTSHOT AWARDS

- Medals are awarded only to the division winner (Champion) and runner-up team (Finalist). These are the two teams that either play in the division's championship game or finish 1st and 2nd, respectively, following Round Robin play (i.e.: a 5-team bracket where each team plays the other 4 teams).

8. GAME AND SCORE REPORTING

- Points: Teams shall be awarded points for game results as follows:

Win	6 points
Tie	3 points
Loss	0 points
Shut-out	1 point
Goals	1 point for each goal up to 3 maximum

Note: a Maximum of 10 points per game.

- Forfeited games will be scored as 2-to-0 (9 points) in favor of the team that did not forfeit. The Tournament is not responsible in any way, including financial, in case a team plays fewer than 3 games due to an opponent forfeit.
- The Referee will ensure that the game report forms are properly completed, signatures obtained from both coaches, and the scores recorded at the end of each game.
- It is the responsibility of the coaches (or their team managers) to review and sign the game report **PRIOR** to referee submitting the report at the end of the game.
- It is the responsibility of the referee to deliver the completed and signed score card to the appropriate tournament official promptly at the conclusion of each game. In case of a discrepancy, the game report form, signed by the referee, prevails.

9. FIELD AND GAME EQUIPMENT

- It will be the game Referee's discretion to determine the safety and suitability of player equipment including the wearing of a hard brace. Casts and braces must be padded and approved by the referee prior to each match; braces must be worn as intended by the manufacturer. Using the cast or brace in any intentional manner is grounds for removal from the tournament.
- Players shall wear shin guards in accordance with FIFA laws.
- No jewelry will be allowed.
- ALL teams must check-in PRIOR to playing their first game.

- Players must wear numbers visible on the back of their uniforms and these numbers shall coincide with those listed on the team's Roster.
- All teams must have a set of alternate jerseys in case of color conflict. The team listed first on the schedule is the HOME team. The HOME team will wear their white (light-colored) jerseys. The visitor or AWAY team will wear their dark-colored jerseys. Pinnies are allowed for all 7-vs-7 and 9-vs-9 teams and all teams that regularly play in recreational leagues.
- Each team must have an alternate jersey color (or pinnies of a different color). The home team (listed first) will be responsible for changing jerseys if there is a color conflict. Pinnies are allowed for all 7-vs-7 and 9-vs-9 teams and all teams that regularly play in recreational leagues.
- The goalie must also have an alternate jersey.
- All efforts will be made to ensure games have complete referee team. When requested by the referee, each team must provide a referee assistant. At the discretion of the referee scheduler, 7-vs-7 and 9-vs-9 matches may not have any referee assistants.
- The designated home team must provide 3 game balls. A size 4 ball is used for U-9 through U-12 play, and a size 5 ball is used for U-13 through U-19 play.
- Players and coaches of both teams will take the same side of the field. All other supporters will take the opposite side. Teams may have up to 3 team officials on the sideline with their players. All team officials need to possess a valid coach card.
- The use of US Soccer and FIFA approved soft headbands are approved. These will have the US Soccer and/or FIFA logos on them.
- Shin guards, covered by socks, are mandatory.
- Field Size U8 = 5-vs-5; approx 100 ft x 100 ft
- Field Size U9/U10 = 7-vs-7; approx 135 ft x 195 ft
- Field Size U11 - U12 = 9-vs-9; approx 160 ft x 225 ft
- Field Size U13 - U19 = 11-vs-11; approx range 165 ft x 300 ft to 210 ft x 330 ft

10. SUBSTITUTIONS

In all age divisions, unlimited substitutions, prior to any restart, are allowed at the discretion of the referee.

Under no circumstances may substitutions be made after the game has ended in a tie and FIFA penalty kicks will be required to determine a winner.

11. FAILURE TO SHOW AND FORFEITS

- All tournament games must be played at the time and place scheduled. It is the team's responsibility to be at the assigned location on time.
- A team shall be allowed a five (5) minute grace period after the scheduled kick-off time before the match is considered a forfeit. The following number of players shall constitute a valid team:
 - U8 (5-vs-5): 4 players minimum
 - U9/U10 (7-vs-7): 6 players minimum

- o U11 – U12 (9-vs-9): 7 players minimum
 - o U13 – U19 (11-v-11): 9 players minimum
- If both teams fail to show or are not ready to play following the five (5) minutes grace period, zero (0) points shall be recorded for both teams.
 - Forfeited games will be scored as 2-to-0 (9 points) in favor of the team that did not forfeit. The Tournament is not responsible in any way, including financial, in case a team plays fewer than 3 games due to an opponent forfeit.
 - In no case shall a team that forfeits a game be declared a flight winner or a wild card team. If an apparent flight winner forfeits a game, the team in that flight with the next best record shall be named the flight winner. In addition, in divisions where the second place team of one flight plays the first place team of another flight in the semi-final game, in no case shall a team that has forfeited a game be declared the second place team in a flight. The team with the next best record in the flight shall be declared the second place team and play in the semi-final game.
 - If a team is the cause for termination of a game, that team will be considered to have forfeited that game. The determination as to which team is the cause for the termination shall be at the sole discretion of the referee on the field and the decision may not be protested.
 - Any team forfeiting a championship game will not be entitled to individual trophies or team awards.
 - Failure to check-in prior to the team's first scheduled game is grounds for a forfeit.
 - Playing a "red-carded player" (a player receiving either a red card or two yellow cards in one game) in the game following the receipt of a red card is grounds for a forfeit.

12. INCLEMENT WEATHER

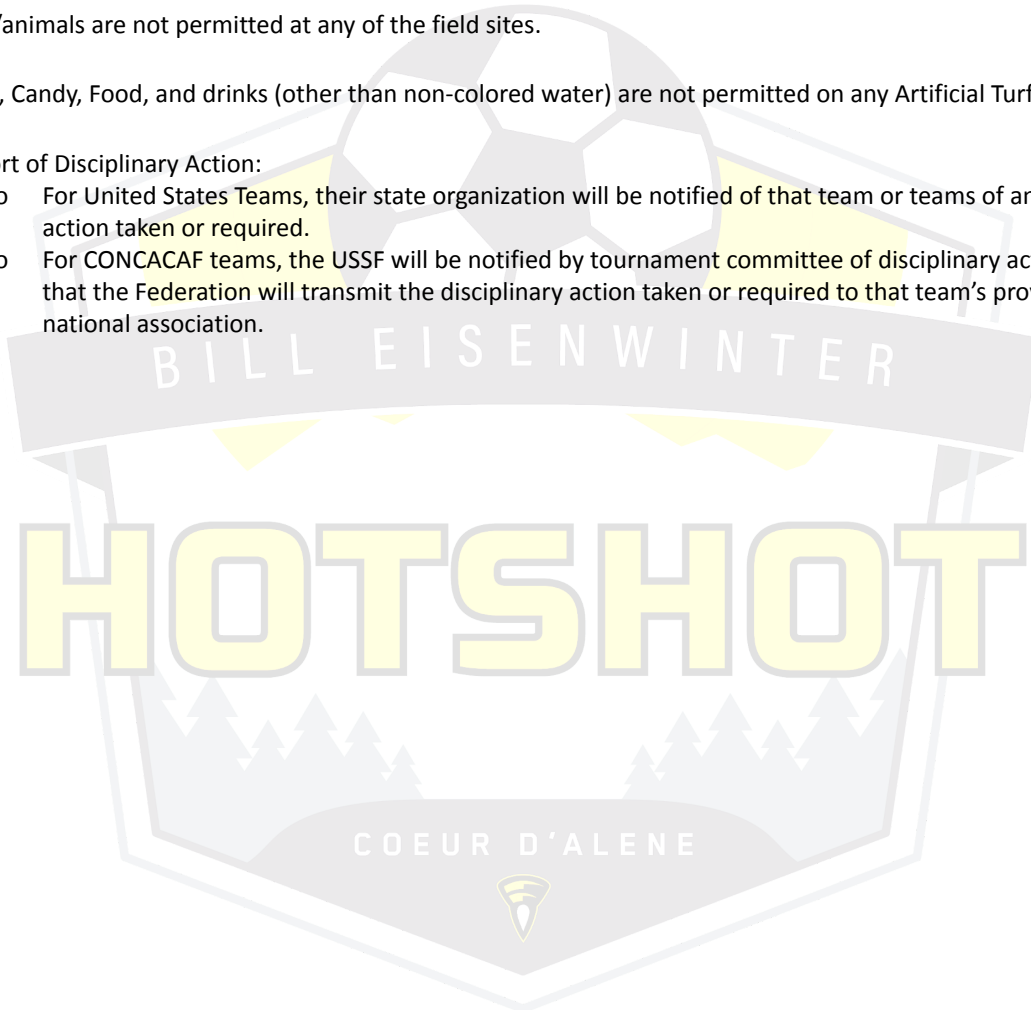
- Regardless of weather conditions, coaches and their teams must appear at their respective field site, ready to play as scheduled. Failure to appear will result in forfeiture of the match. Only the tournament director may cancel or postpone a match. Referees may suspend a match only.
- High Temperatures: The tournament committee has the right to institute water breaks, if there are high temperatures during the tournament. This is not a coaching break; players must remain on the field.
- If there is lightning in the area or if the weather could cause risk to participants and those attending the games, play will be suspended. Players, coaches, referee and spectators should immediately move to vehicles or shelter upon a weather stoppage, but should not leave the area until games are declared complete as indicated below.
- In the event of inclement weather or field conditions, the Tournament Director or official representative(s) will have the authority to:
 - A. Relocate or reschedule any game(s).
 - B. Change the duration of any game(s).
 - C. Cancel any preliminary game(s).
 - D. Consider any game terminated by game or tournament officials after one half of play as official as of the time of termination.
 - E. Determine the format for advancement.
 - F. If the weather delay is longer than 30 minutes, all games in progress will be declared complete, with the score at stoppage as the final score, regardless of how many minutes had been played. If the match has never started, every reasonable attempt will be made to reschedule the game.

- If the Tournament Director rules that during a preliminary round penalty kicks will be taken due to inclement weather or field conditions, the following rain rule will apply:
 - A. Each team will take a maximum of five (5) penalty kicks.
 - B. At the end of five (5) penalty kicks, the game will be scored as a 1-0 win for the team that has scored more penalty kicks, or a 0-0 tie if both teams are tied in penalty kicks at the end of five (5) kicks.
 - C. In the overall standings, six (6) points will be given for the win, three (3) point for a tie, and zero (0) points for a loss.
 - D. If regular games have been played in the bracket and the Tournament Director has determined that other games go to penalty kicks due to inclement weather or field conditions, the regular games' score will revert to a 1-0 win or 0-0 tie.
- There will be no refunds or reimbursements of tournament application fees, hotels, rentals or any other expenses for cancellation or forfeiture of games.

13. CONDUCT

- Players and Coaches must be on one side of the field, spectators on the other side. Coaches, players, and spectators are not allowed behind the end-line for any reason. Only those with a valid player card and listed on the approved tournament roster may be on the team's side of the field. Each team may be accompanied by up to four (4) registered team officials.
- All coaches have total responsibility for the conduct of their players, substitutes, families and spectators at all times. Coaching from the sidelines (giving direction to one's own team on points of strategy and position) is permitted, provided:
 - A.) No mechanical devices are used;
 - B.) The tone of the voice is instructive and not derogatory;
 - C.) Each coach or substitute remains within their team's Technical Area, which is generally 10 yards on either side of the halfway line;
 - D.) No coach, substitute or spectator makes derogatory remarks or gestures to the referees, other coaches, players, substitutes or spectators;
- Players, coaches, and spectators are expected to conduct themselves within the spirit of the Laws of The Game as well as the letter of the Laws of The Game. Displays of temper or dissent are cause for ejection from the game and the surrounding field area. Repeated violations may result in the suspension of the team from the tournament as decided by the Tournament Director of Competition.
- Infractions or violations of Tournament Rules may result in any of the following penalties:
 - Ineligibility of a player or team from tournament play
 - Forfeiture of a game or games
 - Return of trophies or medals
 - Revocation of titles
- If a team withdraws after registration deadline or does not show for the tournament, no refunds will be given.
- If the referee abandons the game, the final score will remain as it is at the time of the abandonment. If abandonment occurs solely due to the misconduct of one team, that team shall forfeit the game.
- Players, coaches and team officials ejected from a game by the referee shall be ineligible for the next scheduled game. Coaches and team officials ejected from a game by the referee shall leave the facility and not return until they are eligible. Coaching remotely (via cell phones, etc.) is not permitted.
- Players receiving three (3) yellow cards during the course of the tournament must sit out their next match.

- Any player receiving a red card ejection shall sit out the next scheduled tournament game.
- A player receiving a second ejection shall be prohibited from competing in additional tournament games.
- In accordance with the US Club Soccer and USYSA Tournament Hosting Agreements, all red and yellow cards and other matters involving team conduct will be reported to the home club and State/Provincial Association of the team involved as well as the US Club Soccer and USYSA national offices.
- Artificial noise making devices are prohibited.
- Smoking, vaping, chewing tobacco and alcoholic beverages are not permitted at any of the field sites.
- Pets/animals are not permitted at any of the field sites.
- Gum, Candy, Food, and drinks (other than non-colored water) are not permitted on any Artificial Turf Field areas.
- Report of Disciplinary Action:
 - For United States Teams, their state organization will be notified of that team or teams of any disciplinary action taken or required.
 - For CONCACAF teams, the USSF will be notified by tournament committee of disciplinary action taken and that the Federation will transmit the disciplinary action taken or required to that team's provincial or national association.



14. TEAM CHECK-IN

ALL TEAMS MUST COMPLETE MANDATORY ONLINE CHECK-IN

Every team's online credential check-in must be completed by: **April 28, 2026**.

Teams will still need to do a player check-in with the ref 30 minutes prior to their match at the field.

Step 1: Complete your team roster - Deadline: April 27, 2026 – NO EXCEPTIONS

- o Log in to your account by going to <http://system.gotsport.com>
- o Team Rosters must be for the 34th Bill Eisenwinter HOTSHOT Tournament. [Click here for instructions on how to complete your roster.](#)
- o Don't forget to add coaches and jersey numbers to your 35th Bill Eisenwinter HOTSHOT Tournament roster.
- o **IMPORTANT!** If there is even a remote chance a player will be playing in the tournament, add them to the roster. You do not want a player to show up to play and not be eligible because they were not put on the roster.
- o **DO NOT EMAIL ROSTERS. OFFICIAL ROSTERS ARE CREATED IN GOTSPORT. WE CANNOT ACCEPT EMAILED ROSTERS.**
- o **ROSTER UPDATES (If applicable):**
 - Rosters will be locked after the initial deadline (April 27, 2026). If there are changes to your roster after the deadline, you will need to contact the tournament at office@stingsc.com to make any changes to your roster.
 - **THERE ARE NO ROSTER CHANGES ALLOWED AFTER THE ROSTER FREEZE DATE: MAY 5, 2026**

Step 2: Upload an image of your player cards.

- o The pdf from GotSport is the easiest way to upload your player cards. If you do not have access to this, please submit a photo by laying out your player cards in the order they appear on your roster in rows of 2 or 3. Take a picture of the cards or save a PDF file of your cards and upload them into your GotSport application. Please confirm that the image is clear and large enough to read all of the information on the cards. [Click here for upload instructions.](#)
- o The image/upload of the player cards does not make the players eligible. Only players listed on the 34th Bill Eisenwinter HOTSHOT Tournament ROSTER are eligible.
- o All player cards must match your roster. If a player is not on the roster, do not include their card.
- o All player cards must be from the same association. We accept cards from USYS and US Club Soccer, but they cannot be mixed.
- o **Bring all player cards with you to the tournament.**

Step 3: If you will be using guest players, upload an image of your guest player card with their guest player permission form.

- o Guest player forms come from the player's home association and require the signature of their current coach. Guest player cards must be uploaded and have them bring the card with them.
- o **IMPORTANT: GUEST PLAYERS MUST BE REGISTERED TO THE SAME ASSOCIATION AS THE TEAM. YOU MAY NOT MIX US CLUB AND USYS REGISTERED PLAYERS. ALL PLAYERS MUST BE REGISTERED TO THE SAME ASSOCIATION.**
- o The Tournament Director may authorize limited age exceptions to team rosters when doing so is in the interest of the player and enhances the playing opportunity and experience of other players, and does not create a competitive advantage to the associated team beyond enabling the team's participation.

TRAINER

Trainers will be located at Plantes Ferry Sports Complex, Real Life and Canfield Middle School throughout the weekend. A limited medical kit will be available at all site tents.

PARKING

There will be parking available at all complexes. **Please do not park in non-designated areas (i.e. emergency vehicle access and referee-designated areas) or your car will be towed.**

NO PARKING will be allowed on Dalton Avenue and Finucane Avenue. Vehicles will be ticketed and towed by the local law enforcement.

Handicapped parking spots are located at most of the complexes. Handicapped decals will be required to park in these designated spaces.

RESERVED Parking for Referee Officials are marked & located at each complex. "Officials" parking pass required for these spaces.

Speed limit in the parking lots is 5 mph. Please watch out for children and others when driving through the parking lots.

No overnight parking will be permitted.

LODGING

This is NOT a Stay-to-Play tournament.

